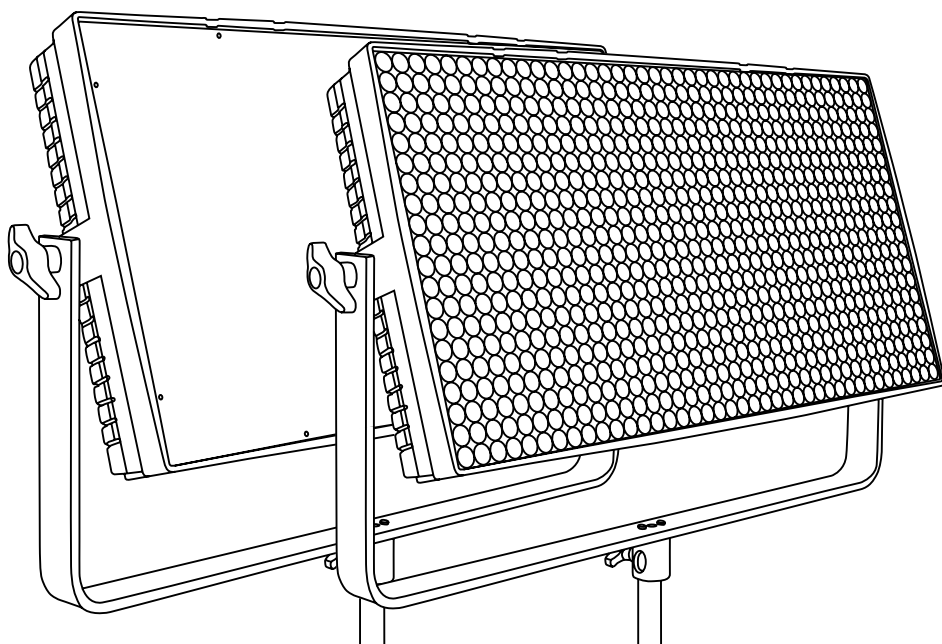


Lupo
Made in Italy



Superpanel Full Color 60

**DMX
Protocol**

Introduction

The Superpanel Full Color 60 can be used with 8 bit or 16 bit DMX control.
(See *DMX OPERATION - advanced settings* in the user's manual).

When used in **8 bit mode** the Superpanel Full Color 60 uses **one channel for each function**. DMX values for each channel are in the range of 0 to 255.

When used in **16 bit mode** the Superpanel Full Color 60 uses **two channels for each function**. The increased resolution offers a smooth dimming and a more accurate color adjustment. DMX values for the first channel (byte 1) are in the range of 256 to 65535 while for the second channel (byte 2) they are in the range of 0 to 255.

The fixture will use the number of channels required based on the light mode selected CCT/HSI/RGBW/PRESET/PARTY/COPCAR/DISCO/TELEVISION/PAPARAZZI/LIGHTNING/EXPLOSION/FIREWORKS/FIRE.

The Superpanel Full Color 60 uses consecutive channels starting from the DMX channel set on the panel (DMX address) used as reference for the connection to the control desk. Please take the above into consideration when using many units of Superpanel Full Color 60 to avoid overlaps.

⚠ ATTENTION: The symbol - ! - on the display indicates that there is **no DMX signal**.

DMX Channel Protocol - 8 bit

MODE	CHANNELS USED	DMX CHANNEL POSITION
CCT	3	1. DIMMER
		2. COLOR TEMPERATURE
		3. GN COMPENSATION
HSI	3	1. DIMMER
		2. HUE
		3. SATURATION
RGBW	7	1. DIMMER
		2. RED
		3. GREEN
		4. BLUE
		5. WHITE
		6. COLOR TEMPERATURE
		7. GN COMPENSATION
FRGBW	7	1. DIMMER
		2. RED
		3. GREEN
		4. BLUE
		5. WHITE
		6. COLOR TEMPERATURE
		7. GN COMPENSATION
PRESET	1	1. DIMMER
PARTY	2	1. DIMMER
		2. SPEED
COPCAR	3	1. DIMMER
		2. NUMBER OF COLORS
		3. NUMBER OF FLASH
DISCO	2	1. DIMMER
		2. SPEED
TELEVISION	3	1. DIMMER
		2. WHITE RANGE
		3. FREQUENCY
PAPARAZZI	3	1. DIMMER
		2. INTERVAL
		3. BULB TYPE
LIGHTNING	3	1. DIMMER
		2. COLOR TEMPERATURE
		3. INTERVAL
EXPLOSION	2	1. DIMMER
FIREWORKS	2	2. SPEED
		1. DIMMER
FIRE	2	2. SPEED
		1. DIMMER

DMX Channel Protocol - 16 bit

MODE	CHANNELS USED	DMX CHANNEL POSITION
CCT	6	1. DIMMER - byte 1
		2. DIMMER - byte 2
		3. COLOR TEMPERATURE - byte 1
		4. COLOR TEMPERATURE - byte 2
		5. GN COMPENSATION - byte 1
		6. GN COMPENSATION - byte 2
HSI	6	1. DIMMER - byte 1
		2. DIMMER - byte 2
		3. HUE - byte 1
		4. HUE - byte 2
		5. SATURATION - byte 1
		6. SATURATION - byte 2
RGBW	14	1. DIMMER - byte 1
		2. DIMMER - byte 2
		3. RED - byte 1
		4. RED - byte 2
		5. GREEN - byte 1
		6. GREEN - byte 2
		7. BLUE - byte 1
		8. BLUE - byte 2
		9. WHITE - byte 1
		10. WHITE - byte 2
		11. COLOR TEMPERATURE - byte 1
		12. COLOR TEMPERATURE - byte 2
		13. GN COMPENSATION - byte 1
		14. GN COMPENSATION - byte 2
FRGBW	14	1. DIMMER - byte 1
		2. DIMMER - byte 2
		3. RED - byte 1
		4. RED - byte 2
		5. GREEN - byte 1
		6. GREEN - byte 2
		7. BLUE - byte 1
		8. BLUE - byte 2
		9. WHITE - byte 1
		10. WHITE - byte 2
		11. COLOR TEMPERATURE - byte 1
		12. COLOR TEMPERATURE - byte 2
		13. GN COMPENSATION - byte 1
		14. GN COMPENSATION - byte 2
PRESET	2	1. DIMMER - byte 1
		2. DIMMER - byte 2
PARTY	4	1. DIMMER - byte 1
		2. DIMMER - byte 2
		3. SPEED - byte 1
		4. SPEED - byte 2
COPCAR	6	1. DIMMER - byte 1
		2. DIMMER - byte 2
		3. NUMBER OF COLORS - byte 1
		4. NUMBER OF COLORS - byte 2
		5. NUMBER OF FLASH - byte 1
		6. NUMBER OF FLASH - byte 2
DISCO	4	1. DIMMER - byte 1
		2. DIMMER - byte 2
		3. SPEED - byte 1
		4. SPEED - byte 2

MODE	CHANNELS USED	DMX CHANNEL POSITION
TELEVISION	6	1. DIMMER - byte 1
		2. DIMMER - byte 2
		3. WHITE RANGE - byte 1
		4. WHITE RANGE - byte 2
		5. FREQUENCY - byte 1
		6. FREQUENCY - byte 2
PAPARAZZI	6	1. DIMMER - byte 1
		2. DIMMER - byte 2
		3. INTERVAL - byte 1
		4. INTERVAL - byte 2
		5. BULB TYPE - byte 1
		6. BULB TYPE - byte 2
LIGHTNING	6	1. DIMMER - byte 1
		2. DIMMER - byte 2
		3. COLOR TEMPERATURE - byte 1
		4. COLOR TEMPERATURE - byte 2
		5. INTERVAL - byte 1
		6. INTERVAL - byte 2
EXPLOSION	4	1. DIMMER - byte 1
		2. DIMMER - byte 2
		3. SPEED - byte 1
		4. SPEED - byte 2
FIREWORKS	4	1. DIMMER - byte 1
		2. DIMMER - byte 2
		3. SPEED - byte 1
		4. SPEED - byte 2
FIRE	4	1. DIMMER - byte 1
		2. DIMMER - byte 2
		3. SPEED - byte 1
		4. SPEED - byte 2